# Unity & Game Development Trivia Questions

Q1. What programming language is primarily used for scripting in Unity today?

A) JavaScript | B) Boo | C) C# | D) Python

Correct Answer: C

Q2. Which built-in Unity system is used for handling physics simulations like collisions and rigid bodies?

A) NavMesh | B) Rigidbody | C) Animator | D) Sprite Renderer

Correct Answer: B

Q3. In Unity, what is a Prefab?

A) A compressed project file | B) A reusable GameObject template | C) A physics collider | D) A scene lighting setting

Correct Answer: B

Q4. Unity was originally released in which year?

A) 2002 | B) 2005 | C) 2007 | D) 2010

Correct Answer: B

Q5. Which Unity feature is primarily used for creating 2D pathfinding for characters?

A) Rigidbody2D | B) Sprite Atlas | C) NavMesh | D) Tilemap

Correct Answer: C

Q6. Which game is often credited as the first commercially successful video game?

A) Pong | B) Space Invaders | C) Pac-Man | D) Asteroids

Correct Answer: A

Q7. Who is known as the creator of Super Mario Bros.?

A) Hideo Kojima | B) Shigeru Miyamoto | C) Satoshi Tajiri | D) Yu Suzuki

Correct Answer: B

Q8. The Unreal Engine was first introduced with which game?

A) Unreal Tournament | B) Unreal | C) Gears of War | D) Quake

Correct Answer: B

Q9. What was the first 3D polygonal game console released to the public?

A) PlayStation | B) Sega Saturn | C) Nintendo 64 | D) Atari Jaguar

Correct Answer: D

Q10. Which company developed the game engine 'id Tech,' first used in Doom (1993)?

A) Valve | B) Epic Games | C) id Software | D) Bungie

Correct Answer: C